

In the Claims

The following listing of the claims replaces all previous listings.

1. (Previously Amended) A commanding system for a computer, comprising:
a memory storing an input module that accepts a plurality of input sequences across multiple input device categories, and a commanding element at an application level having a binding table that connects input to associated action, at least one binding entry in the binding table including sub-command bindings associated with the plurality of input sequences across multiple input device categories, and the memory further comprises a second commanding element at a control level or an operating system level having a second binding table that connects input to associated action, at least one binding entry in the second binding table including sub-command bindings associated with the plurality of input sequences across multiple input device categories; and
a processor in data communication with the memory, the processor programmed to:
receive the input at the input module;
pass the input to the commanding element at the application level, the
commanding element looking up a matching sub-command binding
associated with the input in the binding table;
tunnel the input to the second commanding element at the control level or the
operating system level, the second commanding element looking up the
matching sub-command binding associated with the input in the second
binding table; and
invoke action connected with the input if the matching sub-command binding is
found in the binding table or the second binding table.
2. (Original) The system of claim 1, wherein at least two of the plurality of input sequences from the multiple input devices are selected from the group consisting of a keyboard, mouse, pen, and microphone.
3. (Original) The system of claim 1, wherein the listing of the command bindings includes entries for a keyboard, a mouse, a pen, and a microphone.

4. (Original) The system of claim 1, wherein the processor is further programmed to:
traverse the binding table; and
report a command associated with each binding entry of the binding table.

5.-11. (Canceled)

12. (Currently Amended) A method for commanding a computer system, comprising:
receiving one of a plurality of input sequences generated by different input device categories;
passing the input sequence to a commanding element;
looking up a matching binding entry associated with the input sequence in a binding table, the matching binding entry including a plurality of sub-command bindings for the different input devices;
invoking a handler associated the input if the matching binding is found in the binding table;
receiving a request to report commanding information;
traversing the binding table; ~~and~~
reporting each command in each entry of the binding table;
passing the input sequence to a second commanding element;
looking up the matching binding entry associated with the input sequence in a second binding table associated with the second commanding element, the matching binding entry including a plurality of sub-command bindings for the different input devices; and
invoking a handler associated the input if the matching binding is found in the second binding table.

13. (Original) The method of claim 12, wherein the different input device categories include at least two selected from the group consisting of a keyboard, a mouse, a pen, and a microphone.

14. (Original) The method of claim 12, wherein the different input device categories include a keyboard, a mouse, a pen, and a microphone.

15.-17. (Canceled)